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GameTek™

The Biggest Names are on our Games![sm]

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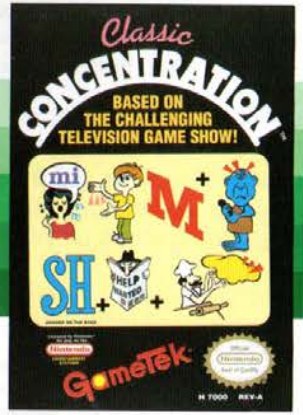
Printed in Japan.

NES-C8-USA



GameTek™

Classic CONCENTRATION™

INSTRUCTION BOOKLET

GameTek™ **The Biggest Names are on our Games!**℠ We are the high-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are the games that families—from kids to teens to parents to seniors—have been eagerly playing for several years. Now, here's a new version to play...either with friends or alone against the computer.

GameTek's Nintendo version of Classic Concentration is lively and challenging, just like the television show. Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the game board. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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Classic CONCENTRATION™

- Match the prizes behind the numbered doors.
- Guess the slowly emerging rebus puzzle before your opponent does.
- Win "big prizes" and "big money"!

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CONTROL PAD

Press the arrowed tips:

1. Left or right to make selections such as YES•NO or ONE•TWO.

2. Left or right or up or down:

   a. To spell names and answers.
   b. To move the flying star cursor to the numbered doors on the Concentration game board.
   c. To advance rounds.

START BUTTON

Starts the game.

Advances opening screens.

Advances rounds.

B BUTTON

Confirms character selection.

Advances rounds.

A BUTTON

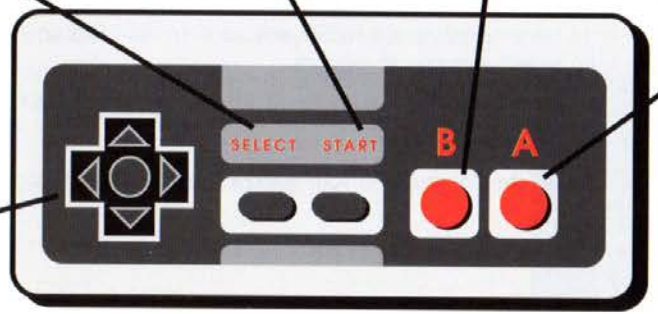
Changes character selection.

Confirms door selections.

Advances rounds.

SELECT BUTTON

Advances rounds.



1. Players have the option of entering a "Game Code." This is a 4-letter code provided at the end of previous games. It guarantees play through all the puzzles in this program before any repeats appear. (The first time the game is used, the player would have no game code and would choose not to enter one. The computer would then select a puzzle at random.)

   a. If a code is to be entered, use Button A on Controller 1 to confirm YES. Enter the code by scrolling through the alphabet; confirm each letter with Button A, then scroll to END and confirm with Button A.

   b. If no code is to be entered, scroll to NO and confirm with Button A. The computer will then select a puzzle at random.

2. Select a 1- or 2-player game.

   a. In a 1-player game, the computer is your opponent. The live player always goes first.

   b. In a 2-player game, players decide in advance who is to go first.

3. Player 1, you are offered a choice of 8 contestant characters. Press Button A to change your selection; press Button B to confirm your selection. In games against the computer, a name and character will be entered automatically when the computer player's turn comes on.

4. Players take turns spelling their names. Scroll the cursor to the letters (a maximum of 7 letters), confirming each with Button A. Scroll to END and confirm with Button A.

   a. Use the " ← " to erase any incorrect spelling.

   b. If no name is entered, players are called "ONE" and "TWO."

5. Player 1, press START to begin.

HOW TO PLAY THE FIRST ROUND

1. The screen opens with the Concentration board displaying 25 doors, one of which has been randomly selected to open and reveal part of the hidden rebus.

2. A flying star cursor is displayed at door number 1.

3. Player 1, your turn is announced.

   a. Move the cursor to the door of your choice; confirm with Button A.

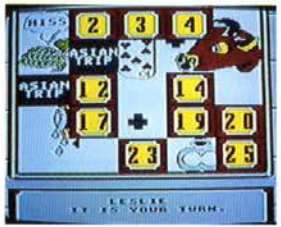
   b. A door opens and a prize is displayed.

   c. Repeat steps a. and b. for the second door.

4. If the prizes do *not* match, play passes to Player 2; if the prizes *do* match, the prize is posted on the board behind the player, and both doors open to reveal two parts of the rebus puzzle.

5. If one prize is a WILD CARD, it makes an automatic match. Those 2 doors plus the card's match open on the board to reveal 3 parts of the puzzle.

6. If *both* selections are WILD CARDS, you get to select one more door. After it opens, its match is automatically opened as well, then all 4 doors (the matched pair and the 2 wild cards) open up to reveal 4 parts of the puzzle. The matched pair's prize is then added to your board.



7. After you make any match, you are offered the option of guessing the puzzle.

   a. If you select NO, you get to make 2 more selections—your bonus for making the match.

   b. If you select YES, the alphabet screen is dis-

played for you to spell out the word or saying that solves the rebus puzzle.

1) If your answer is *incorrect*, you still take your bonus turn (as in 7a).

2) If your answer is *correct*, the round is over and you win the prizes posted behind your seat.

8. If all the doors have been opened and the last player to make the match cannot guess the puzzle, the other player is offered the chance. If he cannot guess the puzzle, no one wins the round. The last player to answer presses any button to replay the round.

9. The winner presses any button (A, B, START or SELECT) to bring up the second round.

1. The Second Round plays the same as the First Round.

2. The winner of the First Round gets to start the Second Round.

3. If the same player wins both the First and Second Rounds, he or she automatically goes to the Final Round. If each player has won one round apiece, a Third Round is played to decide the winner.

HOW TO PLAY THE THIRD ROUND

1. The Third Round is played the same as the First and Second Rounds.
2. The winner of the Second Round starts the Third Round.
3. The winner of the Third Round presses any button to begin the Final Round.

HOW TO PLAY THE FINAL ROUND

1. The winner's character is displayed beside a board with 15 closed doors. The clock is ready to begin a timed countdown (from 35 to 00).

2. The winning player presses START to begin.

3. Behind each door is the name of a car. If the player is able to make 7 matches (plus 1 extra which opens after 7 matches) before the timer runs out, he wins the car.

1. At the end of the game, a 4-letter code is offered. Players may wish to use pages 19 and 20 in this booklet or a separate piece of paper to record these codes for future game play.

2. If game play is continuing without turning off the power, a game code is not necessary; if game play is to continue, the winning player confirms YES.

3. Player 1 then selects YES for same two contestants or NO to display the name selection screens for new contestants.

1. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

2. Spelling: This game has been programmed to allow for minor variations and errors in spelling. If a rebus answer is reasonably close to the word's actual spelling, the computer will accept it as correct and will display the actual spelling when accepting the player's answer.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.
It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

GameTek LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180, (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMEPAK.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

GAME CODES

DATE	CODE	DATE	CODE	DATE	CODE

GAME CODES

DATE	CODE	DATE	CODE	DATE	CODE

LOOK FOR THESE OTHER EXCITING NEW GAMES FROM GameTek

FAMILY FEUD™

The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big money in the final round. This high-action game plays just like the popular television game show.

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SUPER PASSWORD™

The Password for this terrific word-association game is "FUN." It's also Fantastic, Enjoyable, Amusing, Entertaining, and Exciting! Hours of stimulating play!

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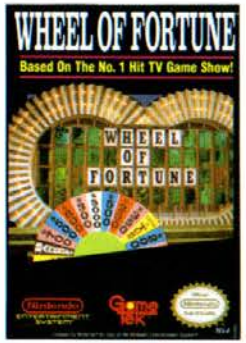
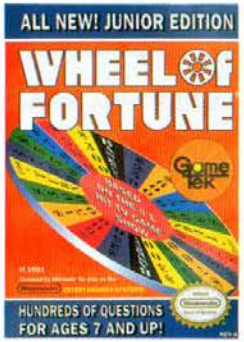


WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

WHEEL OF FORTUNE® JUNIOR EDITION

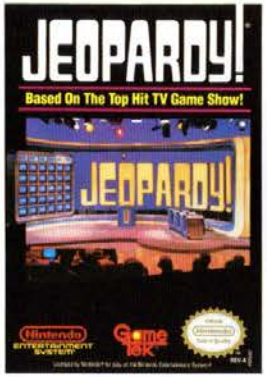
This lively and stimulating junior version of the terrific Nintendo adult game recreates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles...while trying to avoid going bankrupt and while having great fun!



WHEEL OF FORTUNE FAMILY EDITION®

Everybody's favorite TV game show has an all-new edition. Play over 1,000 new puzzles in familiar, favorite categories and in challenging new categories as well. Get set to spin! Get set to win!

WHEEL OF FORTUNE, WHEEL OF FORTUNE JUNIOR EDITION and WHEEL OF FORTUNE FAMILY EDITION are based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © 1987, 1989, 1990 Califon Productions, Inc. All Rights Reserved.



JEOPARDY!®

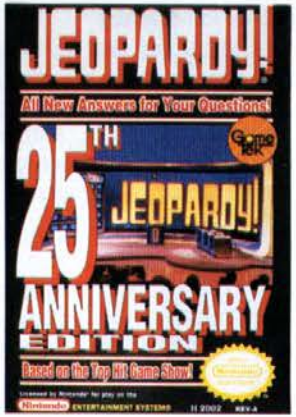
Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

JEOPARDY!® JUNIOR EDITION

This terrific video game has questions and answers designed with kids to teens in mind. It's got the subjects their eager minds are curious about, subjects they are knowledgeable about! It's an exciting, fun-filled game!

JEOPARDY!® 25th ANNIVERSARY EDITION

Share the excitement with thousands of TV winners who have been competing for cash prizes for 25 years on this challenging answers and questions show. An all-new edition especially created to commemorate Jeopardy!'s Silver Anniversary!



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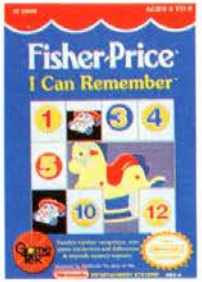
Fisher-Price™

I CAN REMEMBER™

This absorbing and involving program gives pre-schoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.



PERFECT FIT™

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

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DOUBLE DARE™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action! Double Dare is Double Challenge! Double Dare is Double Fun!

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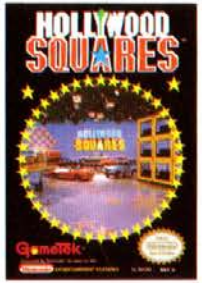
HOLLYWOOD SQUARES™

It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you chuckle over their humorous ad libs. Competition is keen, and excitement runs high when you play the fast-moving video version of this hit TV game show.



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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.